

STUART SMITH'S

AGE OF ADVENTURE



ELECTRONIC ARTS

BACK IN THE DAYS BEFORE CALCULATORS,

Stuart Smith was the kind of kid who won prizes in math contests and amused himself by scribbling Greek symbols on his mother's tablecloth. Little did he suspect that twenty years later he would marry a belly dancer who would suggest the classic story of Ali Baba as a game theme. The early scribbling expanded into a fat notebook and eventually became Ali Baba and the Forty Thieves, a game that included the musical theme he played at his piano in the evenings.

Stuart's fascination with the Golden Age led him to Robert Graves and classical Greek mythology; he soon began to dream of ways to incorporate some of the lesser-known myths into his next adventure game, The Return of Heracles.

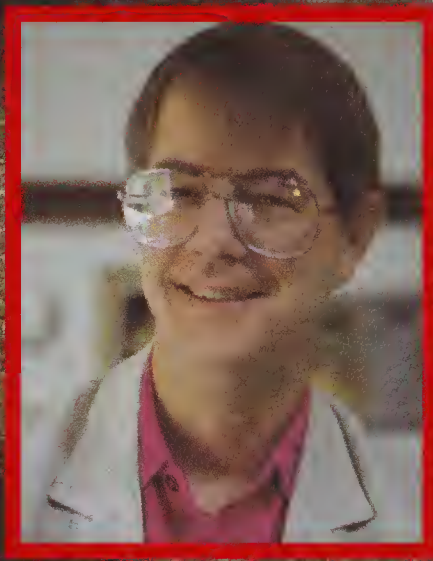
To see him spending quiet time with his family and large collection of household pets, it's hard to imagine that this is a man who is still waiting for the trip to the stars (accompanied by the Galactic Wizard) that he was once promised in a fortune cookie.

About our company: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like these games, are evidence of our intent. If you'd like a product brochure, send 50¢ and a self-addressed, stamped #10 envelope to Electronic Arts, Attn: Catalog Request, 1820 Gateway Drive, San Mateo, CA 94404.



**Game Concepts, Design and
Programming:** Stuart Smith
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Product Manager: Chris Garske
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Testing Coordinator: Rich McQueen
Art Director: Nancy L. Fong
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Package Photography: Steven Unze

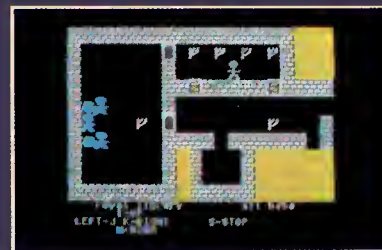
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Stuart Smith
Return of Heracles © 1983, 1984, 1985,
1986 Stuart Smith
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THE GREATEST ADVENTURES IN HISTORY



You left the body of the god-like Achilles floating in Hydra's vile pool. The Medusa slew both Odysseus and the mighty Ajax before you stained the dust with her blood. Of all your heroic company, you alone have survived to face Zeus — and the the last of his twelve deadly tasks.



The ferocity of the ambush forces your back against the glittering tunnel wall. With a sudden cry, the Halfling charges — only to be cut down by the thieves' flashing blades. Your hand tightens on your dagger as your band prepares to face the coming attack. Allah willing, there will be many opportunities to avenge the death of your friend.

THE RETURN OF HERACLES

- ◆ You'll battle over 250 different monsters from Greek mythology, like the half-man, half-bull Minotaur and the multi-headed Hydra. You'll enrich your education while fighting for your life.
- ◆ Explore 61 different rooms and places like Mt. Olympus and Troy. Lots of intricate puzzles, clues and "specials."
- ◆ Create your own band of heroes to take through the adventure. There are 19 different heroes to choose from. You can even play all 19 at once!
 - ◆ Each character's attributes, which include strength, dexterity, vigor, weaponry, and speed, can be improved over the course of the game.

"... delightful . . . educational . . . the command control system is miraculous . . . Stuart Smith is back, and he's better than ever."

-Electronic Games

ALI BABA & THE FORTY THIEVES

- ◆ Your quest takes you through 62 different rooms filled with a variety of monsters, messages, magic, traps, clues, and special effects.
- ◆ You'll encounter 110 different underworld monsters, like zombies, scorpions, rats, tigers, and thieves.
- ◆ Use the Monster Rebirth Option to determine how quickly monsters will be regenerated. Sometimes it's nice to know a dead monster is really dead.
- ◆ Construct a band of characters to take through the adventure. Choose amongst 17 different characters from 4 different races — Human, Elf, Dwarf, and Halfling.
- ◆ Add a character to the party at any time during the game, or play them all at once. Each character has different attributes like luck, weapons ability, strength, and dexterity.

"Challenging, exciting, well worth the price."

-Analog Computing

Both games include: ◆ A unique cooperative mode that lets 2 or more players assist one another. Each player commands his or her own character or group of characters. ◆ Great depth of play. Randomized events give you a totally different game each time you play. ◆ Detailed high-res color graphics, sound effects, and music.

Electronic Arts provides a limited, 90-day warranty on the recording media. See limited warranty statement enclosed. The warranty does not apply to the software programs themselves, which are provided AS IS. Made in U.S.A.



ELECTRONIC ARTS™